

Finance and Historic

Historic District property owners are encouraged to visit <http://www.chesapeakecity-md.gov/historic>, where you will find the guide "Owning Property in the Historic District" and the "Application for Permit Approval". Please note, the Historic District guidelines apply to all buildings and other "structures" such as sheds, gazebos, fences, and signs. Permit applications are due in Town Hall at least seven days prior to the fourth Tuesday of each month. For the 2013/2014 fiscal year, the Town's assessable real property base will be \$83.6 Million, which is \$5.5 Million less than the 2012/2013 assessable base. For 2012/2013, the Town's property tax rate is .4222 per \$100 of assessed value. Based on the lower assessable base for 2013/2014, the property tax rate would need to be .4475 per \$100 of assessed value to generate the same amount of revenue. Since property taxes generate more than half of the Town's General Fund revenue and are the single largest source, establishing the property tax rate is a major component of the budget process. Please check the Town's website for the budget preparation timeline during April and May, including specific dates for a presentation to the public in late April and a public hearing in early May. -Rich Taylor

Public Safety, Charter, Ethics, Tourism and Newsletter

On occasion I receive an email from a resident about an incident in town. It is important that any incident as minor as it may seem is reported to the police. It would be helpful if you sent me an email as well for follow up purposes. My email is bertwells3@gmail.com. May is tourism month in Cecil County, in conjunction with the Chamber of Commerce, Chesapeake City is planning a number of events in May. One of which will be a Door Wreath contest similar to the winter lights contest we had over the holidays. You will receive a separate flyer with the guidelines for the contest. The "Town Hall 10", a group of artist in town will be displaying their artwork in Town Hall. The artwork will remain in town hall from April 6th through the last Saturday in October. Each Saturday one of the artist will be there to highlight their work. Please stop by to support our local talent. This is our first step in reviving the Art's in town, we are in the process of submitting to the state for an Arts and Entertainment Designation in town, once we are approved their will be benefits to artist that create and sell work within the designated area. We were recently certified as a Sustainable Community by the state of Maryland with this certification we now can apply for Legacy Grants from the State, we will focus on two areas, a building to house an Arts center and brick pavers within the business district on the Southside of town (no pressure Sandra!). Sometime during the summer SHA (state highway) will be replacing the sidewalks on Biddle St. The new sidewalks will be 5 feet wide and ADA accessible. Crosswalks will be installed at Hemphill and Biddle, Union and Biddle, and Lewis and Biddle. Our hope is this will slow traffic down on Biddle St.-Bert Wells

Great News The Chesapeake City New Year's Day 5K R/W was a great success. Would like to thank everyone who participated, Volunteers, Chesapeake City Fire Co., Sponsors and Participants. Final Totals are as follows: (35) Sponsors', (200) Participants. Grand Totals \$ 4,240.62. The proceeds go to help fund the Town of Chesapeake City Recycling Program.

Upcoming Events

April 13th Little League Parade
April 14th VFW Breakfast 8am to 11am
April 20th VFW Live Band "Smoked Bones" 7pm
May 5th VFW Breakfast 8am to 11am
May 11th Town Wide Yard Sale
May 18th VFW Bake-Yard-Soup sale 7am, tables available 410-920-6121 Live Band "Daytripper" 7pm
May 19th House and Garden Tour, Maypole at Pell Gardens, Vintage Baseball @ noon, food available.
June 15th Bluegrass Festival at Pell Gardens, pickers around town. Food will be available.
June 19th Annual 5k Run/Walk, Northside, along canal.
July 5th Fireworks
July 6th Liberty Walk- Similar to Ghost Walk but to celebrate the 4th of July